Play Testing Feedback

Name:   
Kerry-Ann Hazell  
  
Age:   
36  
  
List of bugs and general advice for the game:  
  
- Fell off the map four times due to having a gap in the wall. (3ds max tileset)  
- Found it difficult using w,a,s,d , preferred using arrow keys.   
- Disliked the environment, couldn’t see the textures.   
- The camera made it confusing on where to go, kept getting in the way.   
- couldn’t get through the hallway as character kept walking through walls.  
- Couldn’t get back up the stairs if she wanted to.   
- got stuck on the pieces once the boxes were destroyed.   
- feels the rooms should be bigger   
  
  
Overall view:  
  
-loved our main character design   
- liked the mirror mechanic   
- knew what she needed to do after the first time of using the mirrors to break blocks and light the lantern.